

PG2.Cv01

Generated by Doxygen 1.8.7

Thu Apr 14 2016 18:00:08

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Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

PG2	7
PG2.Cv01	7
PG2.Cv01.Properties	7
PG2.Mathematics	7
PG2.Modeling	8
PG2.Rendering	8

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Form	
PG2.Cv01.Form1	9
PG2.Mathematics.Vector3	9
PG2.Modeling.Model	10
PG2.Modeling.Plane	11
PG2.Modeling.Sphere	11
PG2.Modeling.Triangle	12
PG2.Modeling.World	12
PG2.Rendering.Camera	13
PG2.Rendering.Ray	13

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

PG2.Cv01.Form1	9
PG2.Mathematics.Vector3	9
PG2.Modeling.Model	10
PG2.Modeling.Plane	11
PG2.Modeling.Sphere	11
PG2.Modeling.Triangle	12
PG2.Modeling.World	12
PG2.Rendering.Camera	13
PG2.Rendering.Ray	13

Chapter 4

Namespace Documentation

4.1 Package PG2

Namespaces

- package [Cv01](#)
- package [Mathematics](#)
- package [Modeling](#)
- package [Rendering](#)

4.2 Package PG2.Cv01

Namespaces

- package [Properties](#)

Classes

- class [Form1](#)
- class **Program**

4.3 Package PG2.Cv01.Properties

Classes

- class **Resources**
A strongly-typed resource class, for looking up localized strings, etc.
- class **Settings**

4.4 Package PG2.Mathematics

Classes

- class **MathEx**
- struct [Vector3](#)

4.5 Package PG2.Modeling

Classes

- class [Model](#)
- class [Plane](#)
- class [Sphere](#)
- class [Triangle](#)
- class [World](#)

4.6 Package PG2.Rendering

Classes

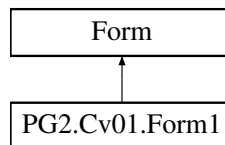
- class [Camera](#)
- class [Ray](#)

Chapter 5

Class Documentation

5.1 PG2.Cv01.Form1 Class Reference

Inheritance diagram for PG2.Cv01.Form1:



Public Member Functions

- void **InitSceneAndLights** ()

Protected Member Functions

- override void **OnPaint** (PaintEventArgs e)
- override void **Dispose** (bool disposing)

Clean up any resources being used.

5.1.1 Member Function Documentation

5.1.1.1 override void PG2.Cv01.Form1.Dispose (bool disposing) [protected]

Clean up any resources being used.

Parameters

<i>disposing</i>	true if managed resources should be disposed; otherwise, false.
------------------	---

The documentation for this class was generated from the following files:

- Form1.cs
- Form1.Designer.cs

5.2 PG2.Mathematics.Vector3 Struct Reference

Public Member Functions

- **Vector3** (Double x, Double y, Double z)
- override String **ToString** ()

Static Public Member Functions

- static **Vector3 operator-** (**Vector3** a)
- static **Vector3 operator+** (**Vector3** a, **Vector3** b)
- static **Vector3 operator-** (**Vector3** a, **Vector3** b)
- static **Vector3 operator*** (**Vector3** a, Double b)
- static **Vector3 operator*** (Double a, **Vector3** b)
- static Double **operator*** (**Vector3** a, **Vector3** b)
- static **Vector3 operator%** (**Vector3** a, **Vector3** b)
- static **Vector3 Clamp** (**Vector3** v, Double min, Double max)

Public Attributes

- Double **X**
- Double **Y**
- Double **Z**

Properties

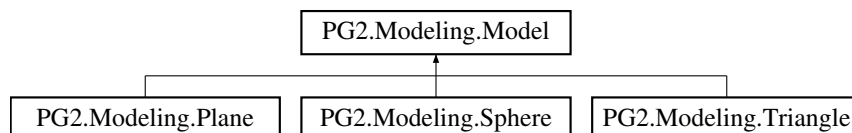
- Double **Length** [get]
- **Vector3 Normalized** [get]
- static **Vector3 Zero** [get]

The documentation for this struct was generated from the following file:

- Mathematics/Vector3.cs

5.3 PG2.Modeling.Model Class Reference

Inheritance diagram for PG2.Modeling.Model:



Public Member Functions

- virtual void **Collide** (**Ray** ray)

Public Attributes

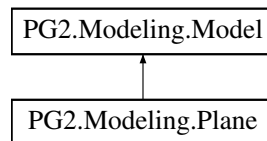
- const Double **Eps** = 1e-5
- **Vector3** **Color** = new **Vector3**(0, 0, 0)

The documentation for this class was generated from the following file:

- Modeling/Model.cs

5.4 PG2.Modeling.Plane Class Reference

Inheritance diagram for PG2.Modeling.Plane:



Public Member Functions

- **Plane** (**Vector3** origin, **Vector3** normal)
- override void **Collide** (**Ray** ray)

Static Public Member Functions

- static void **Collide** (**Ray** ray, **Plane** plane)

Public Attributes

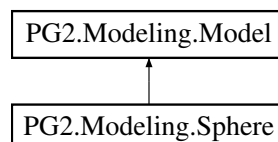
- **Vector3** **Origin**
- **Vector3** **Normal**

The documentation for this class was generated from the following file:

- Modeling/Plane.cs

5.5 PG2.Modeling.Sphere Class Reference

Inheritance diagram for PG2.Modeling.Sphere:



Public Member Functions

- **Sphere** (**Vector3** origin, Double radius)
- override void **Collide** (**Ray** ray)

Static Public Member Functions

- static void **Collide** ([Ray](#) ray, [Sphere](#) sphere)

Public Attributes

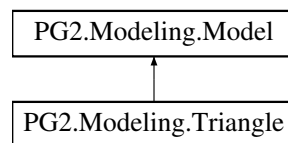
- [Vector3](#) **Origin**
- Double **Radius**

The documentation for this class was generated from the following file:

- Modeling/Sphere.cs

5.6 PG2.Modeling.Triangle Class Reference

Inheritance diagram for PG2.Modeling.Triangle:



Public Member Functions

- **Triangle** ([Vector3](#) v1, [Vector3](#) v2, [Vector3](#) v3)
- override void **Collide** ([Ray](#) ray)

Static Public Member Functions

- static void **Collide** ([Ray](#) ray, [Triangle](#) triangle)

Public Attributes

- [Vector3](#) **Vertex1**
- [Vector3](#) **Vertex2**
- [Vector3](#) **Vertex3**

The documentation for this class was generated from the following file:

- Modeling/Triangle.cs

5.7 PG2.Modeling.World Class Reference

Public Member Functions

- void **Collide** ([Ray](#) ray)

Public Attributes

- List< [Model](#) > **Models** = new List<[Model](#)>()

The documentation for this class was generated from the following file:

- Modeling/World.cs

5.8 PG2.Rendering.Camera Class Reference

Public Member Functions

- **Camera** (Int32 width, Int32 height)
- [Vector3](#) **GetPixel** (Int32 i, Int32 j)
- void **SetPixel** (Int32 i, Int32 j, [Vector3](#) color)
- void **Render** ()
- void [RayTrace](#) ()

Derived from Computer Graphics - David Mount. Implementations can differ - make your own from scratch. See <http://goo.gl/q6Sz0> (page 84) and <http://goo.gl/rB8J6> (page 9-10)

- [Vector3](#) **RayTrace** ([Ray](#) ray)
- void **PresentFrame** ()

Public Attributes

- [Vector3](#) **Position**
- [Vector3](#) **Target**
- [Vector3](#) **Up** = new [Vector3](#)(0, 0, 1)
- Double **FovY** = 45
- [Vector3](#) **U**
- Bitmap **Bitmap**
- Int32 **Width**
- Int32 **Height**
- [Vector3](#)[] **Pixels**
- [Vector3](#) **BgColor** = new [Vector3](#)(0, 0, 0)
- [World](#) **World**
- Double **zNear**
- Double **zFar**

5.8.1 Member Function Documentation

5.8.1.1 void PG2.Rendering.Camera.RayTrace ()

Derived from Computer Graphics - David Mount. Implementations can differ - make your own from scratch. See <http://goo.gl/q6Sz0> (page 84) and <http://goo.gl/rB8J6> (page 9-10)

The documentation for this class was generated from the following file:

- Rendering/Camera.cs

5.9 PG2.Rendering.Ray Class Reference

Public Member Functions

- **Ray** ([Vector3](#) origin, [Vector3](#) direction, Double zNear, Double zFar)

Public Attributes

- [Vector3](#) **Origin**
- [Vector3](#) **Direction**
- Double **HitParameter**
- [Model](#) **HitModel** = null

The documentation for this class was generated from the following file:

- Rendering/Ray.cs